

# GRAND PRIX SELECTION

**1**  
Coin-op Smash

**ART**®

**2**  
Coin-op

**CHAMPIONSHIP  
SPRINT**™

**3**  
Coin-op Smash

**SUPER  
HANG-ON**™

## PLAYERS GUIDE

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## SUPERSPRINT™

### INTRODUCTION

Just another racing game? No – this is THE racing game. Licensed to Electric Dreams from the top-selling Atari coin-op, SUPERSPRINT™ lets one or two players compete head-to-head with a bird's eye view over eight gruelling tracks. There's plenty of challenge for your driving skills, with ramps to jump, opening and closing gates, hidden short cuts, over and underpasses, and banked turns. There are random obstacles to avoid, and golden spanners to collect from the track which can be traded for custom car features to enhance your vehicle's performance.

### LOADING SUPER SPRINT.

1. Set-up your computer system as detailed in the instruction booklets that accompany your computer, and connect to your TV or monitor. Ensure that any cartridges or peripherals (such as disk drives, cassette players, printers etc.) are disconnected from your computer. Failure to do so may cause loading difficulties. (If your computer has a built-in disk or cassette drive you will not be able to disconnect the built-in item, but ensure that any other peripherals are disconnected).
2. If you are using a *Commodore 64* or *Commodore 128* with the **CASSETTE GRAND PRIX SELECTION...**
  - a) Connect your datacassette to your Commodore 64 or 128, and switch your TV/monitor and computer ON. (C128 owners should now select 64 mode by typing G064 and pressing RETURN, then Y and pressing RETURN).
  - b) Insert GRAND PRIX SELECTION CASSETTE A into the datacassette, ensuring that SIDE A faces upwards and that it is fully rewound.
  - c) Hold down the SHIFT and RUN/STOP keys on the computer together. Then press the PLAY key on the datacassette.
3. If you are using a *Commodore 64* or *Commodore 128* with the **DISKETTE GRAND PRIX SELECTION...**
  - a) Connect your disk drive to your Commodore 64 or 128. Switch your TV/monitor, computer and disk drive ON. (C128 owners should now select 64 mode by typing G064 and pressing RETURN, then Y and pressing RETURN).
  - b) Insert the GRAND PRIX SELECTION diskette into the disk drive, LABEL SIDE UP. Now type LOAD \*\*\*, 8,1 and press RETURN.

c) Once the program has loaded into your computer a menu screen will appear listing SUPER SPRINT and SUPER HANG ON (A). Follow the instructions on-screen to select SUPER SPRINT.

4. If you are using an *Amstrad CPC464*, *664* or *6128* with the **CASSETTE GRAND PRIX SELECTION...**
  - a) Switch your TV/monitor and computer ON.
  - b) If your computer has a built-in disk drive you should now connect a compatible cassette player to your computer, and then type | tape and press RETURN. This sets your computer ready to load from cassette.
  - c) Insert GRAND PRIX SELECTION CASSETTE A into the cassette player, ensuring that SIDE A faces upwards and that it is fully rewound.
  - d) Press the CTRL and the small ENTER key together, then press the PLAY key down on the cassette player.
5. If you are using an *Amstrad CPC 464*, *664* or *6128* with the **DISKETTE GRAND PRIX SELECTION**
  - a) Switch your TV/monitor and computer ON.
  - b) If your computer has a built-in cassette player you should switch your computer OFF and connect a compatible disk drive to your computer. Now switch the disk drive and the computer ON and type | disk and press RETURN. This sets your computer ready to load from diskette.
  - c) Insert Grand Prix Selection diskette A into the disk drive, ensuring that SIDE A faces upwards.
  - d) Type RUN \*DISC then press the ENTER key
6. If you are using a *Sinclair ZX Spectrum*, *Spectrum +*, *Spectrum 128*, *Spectrum + 2* or *Spectrum + 3* with the **CASSETTE GRAND PRIX SELECTION...**
  - a) Connect your cassette player to your Spectrum computer in the usual manner. (If your computer features a built-in cassette player this is already done).
  - b) If you wish to use a joystick, insert the necessary interfaces now.
  - c) Switch your TV/monitor, cassette player and computer ON. (If your computer now shows a menu screen, you may select either 48K or 128K BASIC).
  - d) Insert GRAND PRIX SELECTION CASSETTE A into the cassette player, ensuring that SIDE A faces upwards and that it is fully rewound.
  - e) Type LOAD\* \*ENTER, then press the PLAY key down on the cassette player.

### OPTION SELECTION

In all cases the game has loaded when the title page is replaced by the credits. Press the space bar to move to the Options Menu. While on this screen:

## SPECTRUM 48/128K/+

Press "1" to switch between one- or two-player mode.

Press "2" to cycle through control options for Player 1 (see below).

Press "3" to cycle through control options for Player 2 (see below).

Press "4" to start the game.

## AMSTRAD CPC

Press "1" to switch between one- or two-player mode.

Press "2" to start the game.

## COMMODORE 64/128

Select one- or two-player mode by pointing the steering wheel at the left or right car and pressing the fire button.

If you have selected two-player mode you will then be asked to select the type of race. You may race against each other in a "one-on-one" event, or you may have a third competitor controlled by the computer.

The display changes to show all the possible racing circuits: the current selection will be flashing, and the central arrow will point to it. Use the "steer left" and "steer right" controls to change to the required track layout. To start the race on the selected circuit, push the "accelerate" control.

## GAME CONTROLS

### SPECTRUM

	Sinclair	Cursor	Kempston	Player 1 Keys	Player 2 Keys
<b>Steer left</b>	Stick left	5 or ⬅	Stick left	Q	L
<b>Steer right</b>	Stick right	8 or ➡	Stick right	A	P
<b>Accelerate</b>	Fire button	0	Fire button	S	K

### AMSTRAD CPC

	Joystick	Player 1 Keys	Player 2 Keys
<b>Steer left</b>	Stick left	Q	Ⓐ
<b>Steer right</b>	Stick right	A	Ⓘ
<b>Accelerate</b>	Fire button	S	L

## COMMODORE 64/128

The game may only be controlled using joysticks. If the one-player option is selected, the joystick should be in Port 2.

## THE RACE

Each race consists of four laps. However, if players beat the "drone" cars, the race continues on a new track.

The race is started by a waving, white flag. Steer your vehicle using the left and right controls, and control its speed with the accelerator. (Brakes are not provided!) Hitting the circuit barriers at low speeds only causes a delay, but on a high-speed impact your car explodes, and a replacement is delivered.

On some tracks there are underpasses where you will be steering "blind". Other circuits feature gates which open and close, allowing brief access to short cuts.

Random objects will appear on the track from time to time, to be collected or avoided. These are as follows:

**Golden Spanner:** Collect three of these in one race to earn one custom car bonus at the end of the race.

**Bonus Score Pad:** This contains a number which is added to the score of the driver passing over it.

**Oil slicks:** These cause the car to spin out of control.

**Water slicks:** These cause the car to slow down.

**Whirlwind:** The high wind blows the car off course and into a spin.

At the end of the race, the winner's circle is displayed with the rank, score and best lap times for the first three cars past the chequered flag.

Press the space bar to move to the high score table. If your car has won a place on the table, you will be prompted to enter your initials. Use "left" and "right" to select the letters, "accelerate" to enter the initial. You may enter up to three initials.

Should any car collect three or more golden spanners during a race, the driver will be able to choose a custom car feature from the bonus screen. Four features are available, as follows.

Super traction	(five levels)
Higher top speed	(five levels)
Turbo acceleration	(five levels)
Increased scoring	(one level)



Players choose the feature they require in the same way as tracks are selected at the start of the game: use left and right to highlight the required option, then press accelerate to add the feature.

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## CHAMPIONSHIP SPRINT™ INTRODUCTION

### THE TOP FORMULA 1 RACE GAME COMES TO YOUR COMPUTER

First, there was *Super Sprint*, the original Atari Games arcade smash brought to your computer by Electric Dreams.

And now another hot winner from the same team – it's probably the ultimate grand prix simulation – based upon Atari's *Championship Sprint* arcade race game.

Eight fast and difficult *Championship-standard* tracks to choose from complete with collectables, and the usual *Sprint* obstacles for one or more players.

Slide around those bends, tear across those bridges, leap over those death-defying ramps...but...watch out for that oil slick Wow! What an explosion! Don't worry, your team chopper will soon have another car on the track! And you're off again...

Even after you've mastered the official tracks, you can alter the difficulty of each race, by tweaking the laps, the speed of the computer drone car, by having as many obstacles as you want, and for that extra thrill, you can actually *design* and *construct* your own *Championship Sprint Course*!

Play just for fun, or for a serious test of *Championship* driving skills. Race against an expert computer team, or against friends. Sprint around the official tracks, or upon your own, it's up to you. A truly legendary game that puts you in the driving seat of a hot Formula 1 machine, and lets you build some hair-raising tracks to race upon!

So, don't waste any more time in the pits – you've got a race to win in fact, you've got thousands of races to win! Is there no end to the possibilities of *Championship Sprint*?

## LOADING CHAMPIONSHIP SPRINT

1. Set up your Computer System as detailed in the instruction booklets that accompany your computer, and connect to your TV or monitor. Ensure that any cartridges or peripherals (such as disk drives, cassette players, printers etc) are disconnected from your computer. Failure to do so may cause loading difficulties. (If your computer has a built-in disk or cassette drive you will not be

able to disconnect the built-in item, but ensure that any other peripherals are disconnected).

2. If you are using a *Commodore 64* or *Commodore 128* with the CASSETTE GRAND PRIX SELECTION...
  - a) Connect your datacassette to your Commodore 64 or 128, and switch your TV/monitor and computer ON. (C128 owners should now select 64 mode by typing G064 and pressing RETURN, then Y and pressing RETURN
  - b) Insert GRAND PRIX SELECTION CASSETTE A into the datacassette recorder, ensuring that SIDE B faces upwards and that it is fully rewound.
  - c) Hold down the SHIFT and RUN/STOP keys on the computer together. Then press the PLAY key on the datacassette recorder.
  - d) Refer to SECTION A – USING CHAMPIONSHIP SPRINT ON THE COMMODORE 64
3. If you are using a *Commodore 64* or *Commodore 128* with the DISKETTE GRAND PRIX SELECTION...
  - a) Connect your disk drive to your Commodore 64 or 128. Switch your TV/monitor, computer and disk drive ON. (C128 owners should now select 64 mode by typing G064 and pressing RETURN, then Y and pressing RETURN.
  - b) Insert the GRAND PRIX SELECTION diskette into the disk drive, LABEL SIDE DOWN. Now type LOAD\*\*8,1 and press RETURN.
  - c) Once the program has loaded a menu screen will appear listing CHAMPIONSHIP SPRINT and SUPER HANG ON (B). Follow the instructions on-screen to select CHAMPIONSHIP SPRINT.
  - d) Refer to SECTION A – USING CHAMPIONSHIP SPRINT ON THE COMMODORE 64
4. If you are using an *Amstrad CPC464*, *664* or *6128* with the CASSETTE GRAND PRIX SELECTION...
  - a) Switch your TV/monitor and computer ON.
  - b) If your computer has a built-in disk drive you should now connect a compatible cassette player to your computer, and then type | tape and press RETURN. This sets your computer ready to load from cassette.
  - c) Insert the GRAND PRIX SELECTION CASSETTE A into the cassette player ensuring that SIDE B faces upwards and that it is fully rewound. Reset the tape counter to zero.
  - d) Press the CTRL and the small ENTER key together, then press the PLAY key down on the cassette player. Stop the tape when CHAMPIONSHIP SPRINT COURSE CONSTRUCTION (for DESIGNING or EDITING tracks) has finished loading. Make a note of the number on the tape counter. Use this when you wish to RACE.

- e) To load CHAMPIONSHIP SPRINT RACING (to RACE around the tracks) make sure that the tape counter is on that number, switch your computer OFF then ON, and repeat the loading sequence (see section 4d.)
  - f) Refer to SECTION B – *USING CHAMPIONSHIP SPRINT ON THE AMSTRAD CPC*
5. If you are using an Amstrad CPC464, 664 or 6128 with the DISKETTE GRAND PRIX SELECTION...
- a) Switch your TV/monitor and computer ON.
  - b) If your computer has a built-in cassette player you should switch your computer OFF and connect a compatible disk drive to your computer. Now switch the disk drive and the computer ON and type | disc and press RETURN. This sets your computer ready to load from diskette.
  - c) Insert the GRAND PRIX SELECTION diskette A (for DESIGNING or EDITING tracks) into the disk drive, ensuring that SIDE B faces upwards.
  - d) Type RUN "DISC" then press the ENTER key
  - e) Refer to SECTION B – *USING CHAMPIONSHIP SPRINT ON THE AMSTRAD CPC*
6. If you are using a Sinclair ZX Spectrum, Spectrum +, Spectrum 128, Spectrum +2 or Spectrum +3 with the CASSETTE GRAND PRIX SELECTION...
- a) Connect your cassette player to your Spectrum computer in the usual manner. (If your computer features a built-in cassette player this is already done).
  - b) If you wish to use a joystick, insert the necessary interfaces now.
  - c) Switch your TV/monitor, cassette player and computer ON. (If your computer now shows a menu screen, you may select either 48K or 128K BASIC)
  - d) Insert GRAND PRIX SELECTION CASSETTE A into the cassette player ensuring that SIDE B faces upwards and that it is fully rewound. Reset the tape counter to zero.
  - e) Type LOAD\*\* then press the ENTER key. Now press the PLAY key on the cassette player. Stop the tape when CHAMPIONSHIP SPRINT RACING (to RACE around the tracks) has finished loading. Make a note of the number on the tape counter. Use this when you wish to DESIGN or EDIT tracks.
  - f) To load CHAMPIONSHIP SPRINT COURSE CONSTRUCTION (for DESIGNING or EDITING tracks) make sure that the tape counter is on number, switch your computer OFF then ON, and repeat the loading sequence (see SECTION 6 e)
  - g) Refer to SECTION C – *USING CHAMPIONSHIP SPRINT ON THE SINCLAIR SPECTRUM*

## **CHAMPIONSHIP SPRINT SECTION A**

### **USING CHAMPIONSHIP SPRINT ON THE COMMODORE 64**

#### **CONTROL NOTES...**

The Commodore 64 version of CHAMPIONSHIP SPRINT may be played by up to three players, with the joystick for PLAYER 1 inserted into PORT 1, the joystick for PLAYER 2 inserted into PORT 2, and PLAYER 3 using keyboard keys for car control. (See *QUICK REFERENCE GUIDE* for key usage). Any C64 compatible joystick may be used.

#### **GETTING STARTED**

Once the game has loaded, you'll see a screen displaying a track with a bar across the top. A small box, known as the CURSOR, glows just below the bar, and a steering WHEEL glows within the CURSOR. Moving the PLAYER 1 joystick in any direction moves the CURSOR in the same direction as the joystick *providing* that the WHEEL is glowing within the CURSOR.

Use only the PLAYER 1 joystick for all track construction and pull-down menu selections.

The blue bar at the top of the screen is the key to the gameplay options – each word on the bar ('EXTRAS', 'ABILITY', 'OPTION') has a menu 'hidden' behind it listing options – these are called 'Pull Down Menus'. You will need to use them to make your gameplay selections – full details on how to use 'Pull Down Menus' and the other features of CHAMPIONSHIP SPRINT are described below.

#### **RACING THE 8 TRACKS**

Before you can RACE the 8 TRACKS, you must first decide how many players will compete and then which route the cars must race to qualify. Additionally you may alter a host of gameplay options which will increase or reduce the difficulty of the track. Refer to the sections below, including *VIEW TRACKS*, *PLAYERS*, *SETDRONE*, *PLAYGAME* and *PULL-DOWN MENUS*.

#### **PULL-DOWN MENUS – AVAILABLE GAMEPLAY OPTIONS**

The following options are available on pull-down menus, 'hidden' behind three main categories at the top of the screen (see *Using Pull-Down Menus* below). The categories are 'EXTRAS', 'ABILITY' and 'OPTION' and associated options are:

Extras

-SPANNERS

Ability

-DRONESPEED

OIL

WATER

GRAVEL

WHIRLWIND

LAPS

TRACK

SKID FACTOR

Option

-PRINTCODE

ENTERCODE

PLAYERS

SETDRONE

PLAYGAME

## USING PULL-DOWN MENUS

1. Ensure that the CURSOR features the glowing WHEEL (if it does not, press the FIRE button)
2. Move the CURSOR just beneath the word on the bar you require ('EXTRAS', 'ABILITY' or 'OPTION'), and then move the CURSOR up until it vanishes, leaving only the lower half of the WHEEL showing.
3. Keep pushing the joystick up, and at the same time press the FIRE button.
4. The top line should now have turned black. Move the joystick down, and a menu listing options will appear.
5. Move the joystick down again until a small coloured bar appears, highlighting the menu options. Move the joystick up or down until the joystick highlights the option you require.
6. Press FIRE.

On game options, a number will appear (TRACK, for example, will show the number of the currently displayed track). If you press fire again, this number will alter. Keep pressing FIRE until the required number is shown.

On other options, pressing FIRE will activate that option (PLAYGAME for example, will commence gameplay).

Once you have completed altering the gameplay options, you may exit the pull-down menu by pushing the joystick as far up as it will go, and then pressing the FIRE button.

The CURSOR will appear once more.

## VIEW TRACKS/SELECTING A TRACK

Select 'TRACK' listed upon the 'ABILITY' pull down menu. Choose a number between 0 and 7 by pressing FIRE. CHAMPIONSHIP SPRINT can hold eight tracks in memory at once. When you first load the game, eight default CHAMPIONSHIP tracks are selected as TRACK 0 through to TRACK 7. To view the tracks, keep pressing FIRE. To select a track, display the track you require on screen, and exit from the pull-down menu.

## CONSTRUCTING YOUR OWN TRACK/MODIFYING A TRACK

1. Place the CURSOR at the position you wish to start designing/modifying the track on screen, by moving the joystick.
2. Once the CURSOR is positioned, press the FIRE button; the WHEEL within the CURSOR will disappear and the CURSOR is locked in place.
3. Moving the joystick LEFT or RIGHT now will cause a track TILE to appear on screen where the CURSOR is positioned. Select the TILE you wish to use, then press FIRE again. The WHEEL should appear, allowing you to move the cursor to another part of the screen.
4. Repeat from 2 above until the track is to your satisfaction.
5. To store this TILE combination for future usage, you should NOTE the TRACK CONSTRUCTION CODE (see *PRINT CODE* and *ENTER CODE* below).

It should be noted that tracks need to be playable, as they are validated prior to a race, and so any blockage of the track, or any open edges (say, onto grass) will not be valid. Note also that BRIDGE tiles are two way (ie, cars are supposed to go over as well as under), and that RAMPS must be paired.

## -EXTRAS-

### 'SPANNERS'

Listed on the 'EXTRAS' pull-down menu. You may select a number between 0 and 4 by pressing FIRE. SPANNERS will be randomly put upon each TRACK as you RACE - players must try to collect them by driving over them. The number you select with this option is the number you are required to collect in a RACE around any TRACK in order that you qualify for bonus 'extras' for your car.

### 'OIL'/'WATER'/'GRAVEL'

Listed on the 'EXTRAS' pull-down menu. For each you may choose a number between 0 and 4 by pressing FIRE - this is the number of those items that will randomly appear in any one RACE around any TRACK. For example, if you set OIL to 3 then in any one race a total of 3 OIL slicks will be randomly placed around the TRACKS as obstacles.

### 'WHIRLWIND'

Listed on the 'EXTRAS' pull down menu. By pressing FIRE you may select a number - either 0 or 1 - and this determines whether or not a WHIRLWIND will appear randomly throughout any RACE on any TRACK. Select 0 for no WHIRLWIND.



## **-ABILITY-**

### **DRONESPEED**

Listed upon the 'ABILITY' pull down menu. You may select a number between 0 and 9 by pressing FIRE. This is the speed at which the DRONE (computer controlled) cars will race around the tracks. The higher the number, the faster it will complete the track. Remember, DRONE cars don't make mistakes. They can only be beaten by pure skill... or you setting this option to a really low number!

### **LAPS**

Listed upon the 'ABILITY' pull down menu. You may choose a setting between 1 and 9 by pressing FIRE. This is the number of LAPS that competing cars in the race upon the currently selected track must complete. The first car to complete this number of LAPS is the winner of the race.

### **TRACK**

Listed upon the 'ABILITY' pull-down menu. Refer to *VIEW TRACKS* for details of usage.

### **SKID FACTOR**

Listed upon the 'ABILITY' pull-down menu. You may choose a number between 0 and 9. The higher this number, the more cars will SKID when driving over obstacles such as OIL. Setting at 0 will make the cars ignore the obstacles.

## **-OPTION-**

### **PRINT CODE**

Listed upon the 'OPTIONS' pull-down menu. Prints upon the screen the TRACK CONSTRUCTION CODE for the currently displayed track. All TRACKS are comprised of TILES, and a unique 20-character CODE is allocated to every possible TILE combination. By noting the CODE for any TRACK, you may CONSTRUCT it quickly in future by simply entering this CODE using the *ENTER CODE* option (see below).

### **ENTER CODE**

Listed upon the 'OPTION' pull-down menu. A fast method to re-create TRACKS. Type in a 20 character CODE for the desired TRACK (any number from 0-9 and any character from A-Z may be used). The CODE for existing TRACKS may be viewed by selecting *PRINT CODE* (see above).

## **PLAYERS**

Listed upon the 'OPTION' pull-down menu. You may select a number from 1 to 3. This is the number of human players that will race in the game. (See *CONTROL NOTES* earlier within this guide for details of player control).

## **SETDRONE**

Listed upon the 'OPTION' pull-down menu. DRONE (computer-controlled) cars always take the 'correct' route around a TRACK in a RACE – this option determines that route. Before a race may be played, you must decide the route that all cars must race around the track in order to qualify for a complete LAP (most tracks feature junctions, and unless a valid direction is specified at each junction it is impossible to race). This is achieved by guiding an arrow around the track from the START GRID, through any junctions, until it reaches the START GRID once more. The route the arrow has taken comprises the required LAP for this track, hence when players race upon the track, they must follow the same route in order to stand a chance of winning.

1. Highlight this option on the pull-down menu and press FIRE (NOTE: If a message is displayed when you first select this option, refer to *MESSAGES* (below) for guidance)
2. The arrow will appear upon the START GRID of the currently selected track. Press FIRE again and it will automatically move as far around the track as it can.
3. If/When the arrow reaches a junction where it may move in more than one direction, it will stop. At this point, you take manual control with the PLAYER 1 joystick and turn the arrow to *point in the direction* required at this junction.
4. Press the FIRE button to set the arrow in motion once again.
5. Repeat from item 3 until the arrow reaches the START GRID once again.
6. Ensure that you have used SETDRONE on all 8 tracks before you attempt to race any of them.

## **PLAYGAME**

Listed upon the 'OPTION' pull-down menu. Selecting this option will start the *Championship Sprint RACE*, starting from TRACK 0, using all of the currently selected gameplay options (see *RULES OF THE TRACK* for details of how to control your car in a RACE).

If the message *DRONE NOT SET ON TRACK* is displayed when you select this option, you need to use the SETDRONE option to specify a valid LAP upon the specified TRACK number (see *SETDRONE* above).

## VIEWING THE TITLE PAGE AND AVAILABLE TILES

The title page above shows all of the available TILES you may use in constructing your own TRACKS. To view them:

1. Ensure that the CURSOR features the glowing WHEEL (if it does not, press the FIRE button)
2. Move the CURSOR as far right as it will go, and then up until it vanishes, leaving only the lower half of the WHEEL.
3. Keep pressing the joystick up, and at the same time press the FIRE button.
4. The top line should now have turned black. Move the joystick down, to reveal the title page.
5. To work on your track once more, push the joystick as far up as it will go, then press the FIRE button.

## MESSAGES

Most messages that appear in CHAMPIONSHIP SPRINT are self-explanatory. The most common are listed below for your guidance, together with an accompanying explanation:

Message	Explanation
BAD TRACK MATCHING	One or more of the TILES on the TRACK is not allowed in it's current position i.e. any junction which would allow the car onto grass
DRONE NOT SET ON TRACK	The option SETDRONE must be used to validate a TRACK before it can be played
MORE THAN ONE START GRID	Only one START GRID is allowed on any TRACK
NO STARTING GRID	A START GRID must be used
RAMPS DO NOT MATCH	Ramps must be paired, must be opposite each other, and separated by up to one tile

## RULES OF THE TRACK

It's a race for CHAMPIONS! And what a challenge! To RACE and win eight different TRACKS, and if you CONSTRUCT your own TRACKS, you can race as

many different combinations of eight TRACKS as you wish. As tricky or as trouble-free as you make them. It's really up to you.

Set up the eight TRACKS that you want to race as TRACKS 0-7, and then use SETDRONE and PLAYGAME options (refer to these earlier in this Guide).

You'll soon find yourself on the START GRID with the other competitors. Your aim is to be the first in the Winners Circle, on every TRACK, beating all of the others. To do this, you must be the first to complete the required number of laps across the START GRID (this number may be altered by you-refer to LAPS earlier in this Guide). The DRONE (computer) cars are the trickiest of opponents, as they never make mistakes, but they can be beaten by skilful driving.

When racing, try to collect the SPANNERS that will randomly appear - collect the required amount (see SPANNERS) and you can gain some valuable bonus extras for your car - these will help to give you an advantage against your competitors in the next race!

You control your car by pressing FIRE to accelerate, and by steering LEFT and RIGHT with the joystick. To slow down, simply take your finger off the FIRE button.

## QUICK REFERENCE GUIDE

### Car Control

Accelerate  
Turn LEFT  
Turn RIGHT

**Game Functions**  
Pause/Hold Race  
Quit Race

### PLAYER 1/PLAYER 2 (JOYSTICK)

Joystick Button (FIRE)  
Joystick LEFT  
Joystick RIGHT

**Key**  
Q  
RUN/STOP

### PLAYER 3 (KEYBOARD)

=  
>  
?

## CHAMPIONSHIP SPRINT SECTION B

## USING CHAMPIONSHIP SPRINT ON THE AMSTRAD CPC

## CONTROL NOTES

The Amstrad CPC version of CHAMPIONSHIP SPRINT may be played by up to two players, on joystick or keyboard. (See QUICK REFERENCE GUIDE for key usage). Any CPC compatible joystick may be used.



## GETTING STARTED

CHAMPIONSHIP SPRINT is split into two distinct sections – *CHAMPIONSHIP SPRINT RACING* followed by *CHAMPIONSHIP SPRINT COURSE CONSTRUCTION*. If you have the diskette version, a menu will be displayed, offering you the options of LOAD GAME (*CHAMPIONSHIP RACING* using the 8 ready made TRACKS), LOAD EDITOR (*CHAMPIONSHIP SPRINT COURSE CONSTRUCTION*) and LOAD CUSTOM TRACKS (*CHAMPIONSHIP RACING* using 8 CUSTOM TRACKS of your own from your own diskette).

Eight ready made TRACKS are provided for you to RACE on, and further sets of eight may be created by you using the *CONSTRUCTION* program, which is a TRACK EDITOR.

Create/Edit TRACKS using the *CONSTRUCTION* program, save them to your own cassette (or diskette if you have the diskette version), and then load the *RACING* program, to play either the ready made TRACKS or your own pre-saved TRACKS!

TRACKS are EDITED or RACED 8 at a time, they are also saved to your own data cassette (or diskette if you have a diskette version) as a set of 8 tracks. (Diskette users may store 10 sets of CUSTOM TRACKS on a blank formatted diskette, saved as filenames 0-9).

## USING CHAMPIONSHIP SPRINT COURSE CONSTRUCTION

This program is known as the TRACK EDITOR, and once it has loaded, you'll see a screen displaying a track with four boxed words across the top, and some designs down the right-hand side. An arrow, known as the CURSOR, may be seen on the screen, and moving the joystick in any direction moves the CURSOR in the same direction as the joystick.

The boxed words at the top of the screen are the key to the gameplay options – each word on the bar ('HAZARDS', 'ABILITY', 'SCREENS', 'OPTIONS') has a menu, listing options hidden behind it – these are called 'Pull Down Menus'. You will need to use them to make your gameplay selections – full details on how to use 'Pull Down Menus' and the other features of CHAMPIONSHIP SPRINT are described below.

### PULL-DOWN MENUS - AVAILABLE GAMEPLAY OPTIONS

The following options are available on pull-down menus, 'hidden' behind four main categories at the top of the screen (see *Using Pull-Down, Menus* below). The categories are 'HAZARDS', 'ABILITY', 'SCREENS' and 'OPTIONS', and associated options are:

Hazards	-WHIRLWIND GRAVEL WATER OIL	Ability	-SPANNERS DRONE SPEED
Screens	-NEXT CLEAR SET COURSE	Options	-SET KEYS SAVE LOAD SEE TILES

## USING PULL-DOWN MENUS

1. Move the CURSOR just beneath the word on the menu word you require ('HAZARDS', 'ABILITY', 'SCREENS', or 'OPTIONS'), and then move the CURSOR up as far as it will go. The CURSOR should now be over the menu word.
2. Press FIRE. A menu will appear with the options listed on it.
3. Move the joystick down again until a small coloured bar appears, highlighting the menu options. Move the joystick up or down until the joystick highlights the option you require.
4. Move the joystick left. On some options this will have no effect, but on others a number will appear for example, where the number '0' appears in association with the WHIRLWIND option, this means that this feature is in effect "turned off" and will not appear on the track being constructed. Simply move the joystick left or right until the desired number appears.  
On other options, pressing FIRE will activate that option (NEXT for example, will display the next TRACK).
5. Once you have completed altering the gameplay options, you may exit the pull-down menu by pushing the joystick as far up as it will go.

## VIEW TRACKS/SELECTING A TRACK

Select 'NEXT', listed upon the 'SCREENS' pull-down menu. Pressing FIRE will cause the next TRACK (screen) to be displayed. CHAMPIONSHIP SPRINT can hold eight tracks in memory at once. To view the TRACKS, keep pressing FIRE.

## CONSTRUCTING YOUR OWN TRACK/MODIFYING A TRACK

1. Move the CURSOR to the right-hand portion of the screen (next to the TRACK) and you will see that it disappears! Just above centre of this right-hand side, is a small box. This is known as the TILE WINDOW, and the cursor is now behind this window. By moving the joystick up and down now, you will see that a selection of TRACK components, called TRACK TILES, move through the TILE WINDOW.

2. Position the TILE you require so that it is displayed within the TILE WINDOW.
3. Now move the CURSOR left and position it at the place upon the TRACK where you wish the TILE to go.
4. Press FIRE once, and the CURSOR will copy the TILE from the TILE window, replacing what was beneath upon the TRACK.
5. Repeat from 1 above until the track is to your satisfaction.
6. When you have edited all 8 TRACKS to your satisfaction, be sure to SAVE them onto *your own* data cassette (or your own data disk if you are using the disk version).

It should be noted that tracks need to be playable, as they are validated prior to a race, and so any blockage of the track, or any open edges (say, onto grass) will not be valid. Note also that BRIDGE TILES are two way (ie, cars are supposed to go over as well as under), and that RAMPS must be paired.

## **-HAZARDS-**

### **'OIL'/'WATER'/'GRAVEL'**

Listed on the 'HAZARDS' pull-down menu. For each you may choose a number between 0 and 4 by moving LEFT/RIGHT – this is the number of those items that will randomly appear in any one RACE around any TRACK. For example, if you set OIL to 3 then in any one race a total of 3 OIL slicks will be randomly placed around the TRACKS as obstacles.

### **'WHIRLWIND'**

Listed on the 'HAZARDS' pull-down menu. By moving LEFT/RIGHT you may select a number – either 0 or 1 – and this determines whether or not a WHIRLWIND will appear randomly throughout any RACE on any TRACK. Select 0 for no WHIRLWIND.

## **-ABILITY-**

### **'SPANNERS'**

Listed on the 'ABILITY' pull-down menu. You may select a number between 0 and 7 by moving LEFT/RIGHT. SPANNERS will be randomly put upon each TRACK as you RACE – players must try to collect them by driving over them. The number you select with this option is the number you require to collect in a RACE around any TRACK in order that you qualify for bonus 'extras' for your car.

### **'DRONESPEED'**

Listed upon the 'ABILITY' pull-down menu. You may select a number between 0 and 5 by moving LEFT/RIGHT. This is the speed at which the DRONE (computer controlled) cars will race around the tracks. The higher the number, the faster it will

complete the track. Remember, DRONE cars don't make mistakes. They can only be beaten by pure skill . . . or you setting this option to a really low number!

## **-SCREENS-**

### **NEXT**

Listed upon the 'SCREENS' pull-down menu. Press FIRE to display the next of 8 TRACKS (screens).

### **CLEAR**

Listed upon the 'SCREENS' pull-down menu. Press FIRE and the TRACK on screen will be erased, leaving a screen of trees!

### **SET COURSE'**

Listed upon the 'SCREENS' pull-down menu. DRONE (computer-controlled) cars take the 'correct' route around a TRACK in a RACE – this option determines that route. Before a race may be played, you must decide the route that all cars must race around the track in order to qualify for a complete LAP (most tracks feature junctions, and unless a valid direction is specified at each junction it is impossible to race). This is achieved by guiding an arrow around the track from the START GRID, through any junctions, until it reaches the START GRID once more. The route the arrow has taken comprises the required LAP for this track, hence when players race upon the track, they must follow the same route in order to stand a chance of winning.

1. Highlight this option on the pull-down menu and press FIRE.
2. The arrow will appear upon the START GRID of the currently selected track. Press FIRE again and it will automatically move as far around the track as it can.
3. If/When the arrow reaches a junction where it may move in more than one direction, it will stop. At this point, you take manual control with the joystick and turn the arrow to *point in the direction* required at this junction.
4. Press the FIRE button to set the arrow in motion once again.
5. Repeat from item 3 until the arrow reaches the START GRID once again.
6. Ensure that you have used SET COURSE on all 8 tracks before you attempt to race any of them.

## **-OPTIONS-**

### **SET KEYS**

Listed in the 'OPTIONS' pull-down menu. Allows you to redefine the CONTROL keys.

## SAVE

Listed under the 'OPTIONS' pull-down menu.

\*Cassette version: Insert your own data cassette ready to store the 8 TRACKS for future usage.

\*Diskette version: Insert your own data diskette ready to store the 8 TRACKS. You may store these as files 0 to 9 (selectable on this pull-down menu).

## LOAD

Listed under the 'OPTIONS' pull-down menu.

\*Cassette version: Insert your own data cassette now, ensuring it is in the correct position for LOADING the 8 pre-saved TRACKS from.

\*Diskette version: Insert your own data diskette now, and select a number from 0 to 9 as a file reference for loading a set of 8 pre-saved TRACKS.

## SEE TRACKS

Listed under the 'OPTIONS' pull-down menu. Displays all of the available TILES upon screen. Press FIRE to return to EDITOR.

## USING CHAMPIONSHIP SPRINT RACING

This program is based upon Atari Games original *Championship Sprint* arcade racing game. It's a race for CHAMPIONS! And what a challenge. To race and win eight different tracks – and if you use your own CONSTRUCTED tracks, you can race as many different combinations of eight tracks as you wish. As tricky or as trouble-free as you make them. It's really up to you!

### Cassette Version:

After a short while, a MENU will be displayed, requesting you to "SELECT TRACKS NOW". Your choices are:

1. CHAMPIONSHIP TRACKS
2. CUSTOM TRACKS

If you select 1, you will RACE upon the 8 ready-made TRACKS. If you select 2, you will be able to RACE upon 8 TRACKS that you have designed using the *COURSE CONSTRUCTION* EDITOR, and you should insert your own TRACKS data-cassette now, ensuring it is at the correct position for loading your TRACKS.

### Diskette Version:

From the main menu, select either LOAD GAME if you wish to RACE the 8

ready made TRACKS, or LOAD CUSTOM TRACKS if you wish to RACE your own TRACKS designed with the EDITOR.

When you are ready to RACE, a menu is displayed with the numbers 1 to 2 listed.

To select the number of PLAYERS, press the 1 key until the screen displays the correct number.

Press 2 to START RACING!

A menu now shows a graphic outline of all eight tracks. Move the centre wheel to SELECT your TRACK, use LEFT and RIGHT as necessary.

## RULES OF THE TRACK

You'll soon find yourself on the START GRID with the other competitors. Your aim is to be the first in the Winners Circle, on every TRACK, beating all of the others. To do this, you must be the first to complete four complete laps across the START GRID using the correct route. The DRONE (computer) cars are the trickiest of opponents, as they never make mistakes, but they can be beaten by skilful driving.

When racing, try to collect the SPANNERS that will randomly appear – collect the required number (as you preset in the EDITOR) and you can gain some valuable bonus extras for your car – these will help to give you an advantage against your competitors in the next race!

You control your car by pressing FIRE to accelerate, and by steering LEFT and RIGHT. To slow down, simply take your finger off the FIRE button.

## CHAMPIONSHIP SPRINT SECTION C

## USING CHAMPIONSHIP SPRINT ON THE SINCLAIR SPECTRUM

## CONTROL NOTES . . .

The Spectrum version of CHAMPIONSHIP SPRINT may be played by up to two players, on joystick or keyboard. (See *QUICK REFERENCE GUIDE* for key usage). Spectrum owners may use Kempston or Sinclair joysticks.

## GETTING STARTED

CHAMPIONSHIP SPRINT is split into two distinct sections – *CHAMPIONSHIP SPRINT RACING* followed by *CHAMPIONSHIP SPRINT COURSE CONSTRUCTION*.

Eight ready-made TRACKS are provided for you to RACE on, and further sets of eight may be created by you using the *CONSTRUCTION* program, which is a



## TRACK EDITOR.

Create/Edit TRACKS using the *CONSTRUCTION* program, save them to your own cassette, and then load the *RACING* program, to play either the ready made TRACKS or your own pre-saved TRACKS!

## USING CHAMPIONSHIP SPRINT COURSE CONSTRUCTION

This program is known as the TRACK EDITOR, and once it has loaded, you'll see a screen displaying a track with four boxed words across the top, and some designs down the right-hand side. An arrow, known as the CURSOR, may be seen on the screen, and moving the joystick in any direction moves the CURSOR in the same direction as the joystick.

A square box, known as the CURSOR, highlights part of the TRACK, and an ARROW may be seen within the CURSOR. Practice moving the CURSOR left and right by using the O and P keys, and up and down using the Q and A keys.

The ICONS at the side of the screen are the key to the gameplay options – each ICON has a gameplay option associated with it – full details on how to use the ICONS and the other EDITOR features of CHAMPIONSHIP SPRINT are described below.

## USING ICONS

1. Move the CURSOR as far RIGHT as it will go. The CURSOR will now highlight an ICON if you move it UP or DOWN.
  2. Move the CURSOR to highlight the ICON you require, and then press FIRE/SELECT.
  3. Some ICONS (such as CONTROL) will now give you options, listed in a small menu, move the highlight bar up and down using the UP/DOWN keys, and when your selection is highlighted, press FIRE/SELECT. Follow any additional instructions that may appear on screen, and/or refer to the notes below on *ICONS – USING GAMEPLAY OPTIONS*. To quit, simply return the highlight bar to the top of the menu, and press FIRE/SELECT.
- Other ICONS (such as VIEW) will perform the required action and you are free to continue using the EDITOR, whilst others (such as HELP) will remain in that option until you press FIRE/SELECT.

## CONSTRUCTING YOUR OWN TRACK/MODIFYING A TRACK

1. Place the CURSOR on the track at the position you wish to start designing/modifying the track on screen by moving LEFT, RIGHT, UP and DOWN.
2. Once the CURSOR is positioned press FIRE/SELECT and keep it pressed down; now use the UP and DOWN keys. This will cause a track TILE to appear on screen where the CURSOR is.

3. When the TILE you wish to use is displayed, take your finger off FIRE/SELECT. You may now move the cursor to another part of the screen.
4. Repeat from 2 above until the track is to your satisfaction.
5. Repeat the above for all eight tracks, and then SAVE them to *your own* data cassette.

It should be noted that tracks need to be playable as they are validated prior to a race, and so any blockage on the track, or any open edges (say, onto grass) will not be valid. Note also that BRIDGE tiles are two-way (ie, these are supposed to go over as well as under, and that RAMPS must be paired).

## ICONS – AVAILABLE GAMEPLAY OPTIONS

The following options are available as ICONS: (ICONS described, with actual function in brackets beneath description)

- |            |                                     |
|------------|-------------------------------------|
| 4 arrows – | allows you to redefine the keyboard |
| (CONTROL)  | CONTROL keys                        |
| HELP –     | an on-screen reminder of the ICON   |
| (HELP)     | functions                           |
| Door –     | Quits the EDITOR program            |
| (EXIT)     |                                     |
| ? –        |                                     |
| (VALIDATE) |                                     |

- Before RACING may begin, you must decide which route the cars must race around the TRACKS in order to qualify for a complete LAP (most tracks feature junctions, and unless valid direction is specified at each junction it is impossible to race. This is achieved by guiding an arrow around the track from the START GRID, through any junctions, until it reaches the START GRID once more. The route the arrow has taken comprises the required LAP for this track, hence when players race on the track they must follow the same route in order to stand a chance of winning.
1. Highlight this ICON and press FIRE/SELECT.
  2. The arrow will appear upon the START GRID of the currently selected track. Press FIRE/SELECT again and it will automatically move as far around the track as it can. During this time it will display a "P" symbol, showing that it is VALIDATING the track.
  3. If/When the symbol reaches a junction where it may move in more than one direction it will stop. At this point, you take manual control and turn the arrow to *point in the direction* required at this junction.
  4. Press the FIRE/SELECT to set the arrow in motion once again.
  5. Repeat from item 3 until the arrow reaches the START GRID once again, and the letters "OK" are displayed in the upper right-hand corner of the screen.

6. Ensure that you have used VALIDATE on all 8 tracks before you attempt to race any of them.

EYE – Shows all of the available TILES you may use in constructing your own TRACKS. Press FIRE/SELECT to return to EDITOR. The eight TRACKS are horizontally next to each other, with the EDITOR displaying the current one. This ICON allows you to select the TRACK to the left of the one on screen, so you may work upon that.

RIGHT ARROW – (NEXT) Allows you to select the TRACK on the right of the one on screen

I – Allows you to:

(INITIALISE) \* CLEAR all TILES from TRACK (screen) currently displayed and replace with GRASS or

\* CLEAR all TILES from ALL 8 TRACKS (screens) and replace with GRASS or

\* RESET current TRACK (screen) to it's original pre-edited state or

\* RESET all 8 TRACKS to their original, pre-edited state.

CHALK-BOARD – Credits

(CREDITS)

NO-ENTRY SIGN – \* OIL/WATER/GRAVEL

(OBSTACLE)

For each of the above you may choose a number between 0 and 4 by pressing FIRE/SELECT – this is the number of those items that will randomly appear in any one RACE around any TRACK. For example, if you set OIL to 3, then in any one race a total of 3 OIL slicks will be randomly placed around the TRACKS as obstacles.

\* WHIRLWINDS

By pressing FIRE/SELECT you may select either Y or N – this determines whether or not a WHIRLWIND will appear randomly throughout any RACE on any TRACK. Select N for no WHIRLWIND.

CASSETTE – (TAPE) Allows you to SAVE the current 8 TRACKS (screens) to your own data cassette for use with the RACING program, or to LOAD 8 pre-saved TRACKS from your own data cassette. SAVED TRACKS may be LOADED into the EDITOR again in future, or into CHAMPIONSHIP SPRINT RACING for competing on.

Before selecting either option, ensure that you remove the CHAMPIONSHIP SPRINT cassette from the tape recorder, and that your own data cassette is inserted at the correct position.

## USING CHAMPIONSHIP SPRINT RACING

This program is based upon Atari Games' popular *Championship Sprint* arcade racing game. It's a race for CHAMPIONS! And what a challenge! To RACE and win eight different TRACKS – and if you use your own CONSTRUCTED TRACKS, you can race as many different combinations of eight TRACKS as you wish. As tricky or as trouble-free as you make them. It's really up to you!

Once the program begins to load, the main screen will display black and white squares followed by a title page.

After a short while, a MENU will be displayed, requesting you to "SELECT TRACKS NOW". Your choices are:

1. CHAMPIONSHIP TRACKS

2. CUSTOM TRACKS

If you select 1, you will RACE upon the 8 ready made TRACKS. If you select 2, you will be able to RACE upon 8 TRACKS that you have designed using the *COURSE CONSTRUCTION* EDITOR, and you should insert your own TRACKS data cassette now, ensuring it is at the correct position for loading your TRACKS.

When you are ready to RACE, a menu is displayed with the numbers 1 to 4 listed.

To select the number of PLAYERS, press the 1 key until the screen displays the correct number.

To select the control method that will be used by PLAYER ONE and PLAYER TWO, press the 2 and 3 keys respectively, until the screen displays the desired control options.

A menu now shows a graphic outline of all eight tracks – you have several seconds to SELECT the TRACK you wish to begin RACING from. The highlighted TRACK is the one you will RACE, and to move the highlight to SELECT your TRACK, use LEFT and RIGHT as necessary.

## RULES OF THE TRACK

You'll soon find yourself on the START GRID with the other competitors. Your aim is to be the first in the Winners Circle, on every TRACK, beating all of the others. To do this, you must be the first to complete four complete laps across the START GRID using the correct route. The DRONE (computer) cars are the trickiest of opponents, as they never make mistakes, but they can be beaten by skilful driving.

When racing, try to collect the SPANNERS that will randomly appear – collect four and you can gain some valuable bonus extras for your car – these will help to give you an advantage against your competitors in the next race!

You control your car by pressing FIRE to accelerate, and by steering LEFT and RIGHT. To slow down, simply take your finger off the FIRE button.

## SUPER HANG-ON™

### INTRODUCTION

The Meanest, Fastest burners on the globe.

We're not just talking about a race hero here, we're talking about *the* race. The ultimate trial of man and machine. Not a cross-country but a cross-continent by whatever route gets you through.

Forget your BMX, we're talking serious bikes. Bikes that can handle the hot and the cold. Machines that can take the rough and the smooth, and we don't mean dirt tracks.

And what about you – mind getting your leathers dirty? Perhaps even playing dirty? Know how to use a turbo? Is it first place or nothing? If so, read on . . .

The ultimate challenge – to burn rubber in the hot dust of Africa, the mystical green of Asia, the concrete jungles of America, the wide open spaces of Europe . . .

If you've got what it takes – Hang On – and make those suckers spit your dust!

### LOADING SUPER HANG-ON

1. Set-up your computer system as detailed in the instruction booklets that accompany your computer, and connect to your TV or monitor. Ensure that any cartridges or peripherals (such as disk drives, cassette players, printers etc.) are disconnected from your computer. Failure to do so *may* cause loading difficulties. (If your computer has a built-in disk or cassette drive you will not be able to disconnect the built-in item, but ensure that any other peripherals are disconnected).
2. If you are using a *Commodore 64* or *Commodore 128* with the *CASSETTE GRAND PRIX SELECTION* . . .
  - a) Connect your datacassette to your Commodore 64 or 128, and switch your TV/Monitor and Computer ON. (C128 owners should now select 64 mode by typing G064 and pressing RETURN, then Y and pressing RETURN).
  - b) Insert GRAND PRIX SELECTION CASSETTE B into the datacassette, ensuring that the stages you wish to play face upwards (AFRICA/ASIA SIDE A, AMERICA/EUROPE SIDE B). Ensure it is fully rewound if you wish to load the first continent, or is at the correct position if you wish to load the second continent.
  - c) Hold down the SHIFT and RUN/STOP keys on the computer together. Then press the PLAY key on the datacassette.

3. If you are using a *Commodore 64* or *Commodore 128* with the *DISKETTE GRAND PRIX SELECTION* . . .
  - a) Connect your disk drive to your Commodore 64 or 128. Switch your TV/monitor, computer and disk drive ON. (C128 owners should now select 64 mode by typing G064 and pressing RETURN, then Y and pressing RETURN).
  - b) If you wish to play AFRICA/ASIA insert the GRAND PRIX SELECTION diskette into the disk drive, LABEL SIDE UP. Now type LOAD \*\*\*, 8, 1 and press RETURN.
  - c) Once the program has loaded into the computer a menu screen will appear listing SUPER SPRINT and SUPER HANG ON (A). Follow the instructions on-screen to select SUPER HANG ON (A).
  - d) If you wish to play AMERICA/EUROPE insert the GRAND PRIX SELECTION diskette into the disk drive, LABEL SIDE DOWN. Now type LOAD \*\*\*, 8, 1 and press RETURN.
  - e) Once the program has loaded into the computer a menu screen will appear listing CHAMPIONSHIP SPRINT and SUPER HANG ON (B). Follow the instructions on-screen to select SUPER HANG ON (B).
4. If you are using an *Amstrad CPC464, 664 or 6128* with the *CASSETTE GRAND PRIX SELECTION* . . .
  - a) Switch your TV/monitor and Computer ON.
  - b) If your computer has a built-in disk drive you should now connect a compatible cassette player to your computer, and then type | tape and press RETURN. This sets your computer ready to load from cassette.
  - c) Insert GRAND PRIX SELECTION CASSETTE B into the cassette player, ensuring the stages you wish to play face upwards (AFRICA/ASIA SIDE A, AMERICA/EUROPE SIDE B). Ensure it is fully rewound . . .
  - d) Press the CTRL and the small ENTER key together, then press the PLAY key down on the cassette player.
5. If you are using an *Amstrad CPC464, 664 or 6128* with the *DISKETTE GRAND PRIX SELECTION* . . .
  - a) Switch your TV/monitor and computer ON.
  - b) If your computer has a built-in cassette player you should switch your computer OFF and connect a compatible disk drive to your computer. Now switch the disk drive and the computer ON and type | disc and press RETURN. This sets your computer ready to load from diskette.
  - c) If you wish to play AFRICA/ASIA insert GRAND PRIX SELECTION diskette B into the disk drive ensuring that SIDE A faces upwards.



- d) Type RUN " DISC then press the ENTER key.
  - e) If you wish to play AMERICA/EUROPE insert GRAND PRIX SELECTION diskette B into the disk drive ensuring that SIDE B face upwards.
  - f) Repeat the loading sequence (section 5d).
6. If you are using a *Sinclair ZX Spectrum*, *Spectrum +*, *Spectrum 128*, *Spectrum + 2* or *Spectrum + 3* with the CASSETTE GRAND PRIX SELECTION . . .
- a) Connect your cassette player to your Spectrum computer in the usual manner. (If your computer features a built-in cassette player this is already done).
  - b) If you wish to use a joystick, insert the necessary interfaces now.
  - c) Switch your TV/monitor, cassette player and computer ON. (If your computer now shows a menu screen, you may select either 48K or 128K BASIC).
  - d) Insert GRAND PRIX SELECTION CASSETTE B into the cassette player, ensuring that the stages you wish to play face upwards (AFRICA/ASIA SIDE A, AMERICA/EUROPE SIDE B). Ensure it is fully rewound.
  - e) Type LOAD""ENTER, then press the PLAY key down on the cassette player.

## CONTROL NOTES . . .

Commodore 64 owners may play SUPER HANG-ON using any C64 compatible joystick, with the joystick inserted into Port 2. Amstrad CPC owners may use any CPC compatible joystick. Spectrum owners may use Kempston, Interface 2 or cursor compatible joysticks.

Equivalent control is also available from keyboard keys on the Sinclair and Amstrad versions of SUPER HANG ON.

## RIGHT! WHERE'S THE ACTION . . . ?

Hang on! Your objective is to race across four continents, each with a different skill class. Each continent contains a number of stages, and each stage must be completed before the timer counts down to zero. Any time made up on one stage is added to the time allowed on the next stage. To qualify for the next class, you must complete all stages of a continent within the stage times. The higher the class, the more treacherous the track, and the more stages you must complete! To help you, your bike is fitted with the latest hi-tech turbo, which you can kick into life once you reach your bike's regular top speed of 280km/ph. That's when you'll need all your wits about you, as the action really hots up!!

## BURN RUBBER . . .

You'll find yourself at the starting gate with the other mean bikers. You control your bike's left/right movement, the throttle and the brake. Try to travel as fast as possible at all times, but keep within the marked track, or you'll lose speed. Also, avoid colliding with other bikers as that too will slow you down, and a collision with any objects at the edge of the track will cause you to wreck the bike! Luckily, your team has a couple of spare bikes, and so long as there is time remaining on the stage, you can rejoin the race.

And when it's all over, if you've earned one of today's top scores, you can put your name on the hi-score table by using the left/right control to select letters, and the FIRE control to enter them on the table.

The rest is up to you - check out the controls below, then give it your best shot, if you've got what it takes, that is . . .

Bike Control	Keyboard Key		Joystick
	Spectrum	Amstrad	
Accelerate	Q to R	Q	Joystick FORWARD
Brake	A to F	A	Joystick BACKWARD
Turn LEFT	I or O	O	Joystick LEFT
Turn RIGHT	P	P	Joystick RIGHT
Turbo	ANY OF BOTTOM ROW	SPACE	FIRE BUTTON
Game Functions	Spectrum	Amstrad	Commodore 64
Pause	H	ESC	
Continue	ANY KEY EXCEPT A	ENTER	
Restart	PRESS H THEN A	PRESS ESC THEN CLR	

## OK! LET'S GO . . .

Right! A short while after loading commences, the screen will display a map of the world, roughly divided into four continents. These are AFRICA (Beginner class, 6 stages), ASIA (Junior class, 10 stages), AMERICA (Senior class, 14 Stages) and EUROPE (Expert class, 18 stages).

## SUPER HANG-ON PLAY OPTIONS . . .

When the continent of your choice has loaded into your computer, the screen will display a Menu with the available play options. Type the number (or where applicable, the key) listed next to your desired option.

The options vary depending on which computer you are playing SUPER HANG-ON upon, and a short description of each option is listed below:

## **START GAME**

When you select this option, the game will begin. Pressing the FIRE BUTTON on a selected joystick has the same effect.

## **KEYBOARD** (Spectrum and Amstrad versions only)

Selects play by keyboard (as opposed to Joystick).

## **KEMPSTON/INTERFACE 2/CURSORS KEYS** (Spectrum version only)

Each of the above selects the use of one of these specific joystick interfaces, or cursor keys/cursor compatible joysticks for games played upon the Sinclair Spectrum. Once selected, the joystick chosen will be highlighted upon the menu.

## **ATTRIBUTE INKS** (Spectrum version only)

You may alter the Attribute inks setting by presenting the A key. SUPER HANG-ON has been designed on the Spectrum in such a manner that the usual attribute problems inherent to this machine are overcome by use of a few well chosen colours. You may, however, select to play the game with the Attribute Inks set to ON, which gives a more colourful game. If you do not like the blocks of colour that this sometimes produces, you should set Attribute Inks to OFF.

## **SENSITIVITY** (Spectrum and Amstrad version only)

Press the S key to alter the sensitivity of the bike control. You may select a slow response by altering Sensitivity to LOW, medium response by altering to MED, or fastest response by altering to HIGH.

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Software. Authorised User. Game © 1987  
Electric Dreams Software.

Championship Sprint TM & © 1986  
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